## **AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

- 1.-4. (Cancelled).
- 5. (Currently Amended) A graphics processor, including:

image processing circuitry; and

an embedded frame buffer;

wherein the embedded frame buffer is configurable to received data in all of the following formats:

- point sampled color and depth;
- super-sampled color and depth; and
- YUV; and further

wherein the point sampled format is a 48-bit format and the super-sampled format is a 96-bit format, and

wherein the 48-bit format includes 24 color bits and 24 depth bits.

- 6. 7. (Cancelled)
- 8. (Currently Amended) The graphics processor of claim 5[[7]], wherein the embedded frame buffer is further configurable such that the 24 color bits selectively include either 8 bits for red, 8 bits for blue and 8 bits for green (RGB8) or 6 bits for red, 6 bits for green, 6 bits for blue and 6 bits for alpha (RGBA6).

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- 9. (Currently Amended) The graphics processor of claim  $\underline{5}[[7]]$ , wherein the 96-bit format includes color and depth data for three super-sample locations for a pixel.
- 10. (Original) The graphics processor of claim 9, wherein the super-sample color data is 16 bits and the super-sample depth data is 16 bits.
- 11. (Original) The graphics processor of claim 10, wherein the 16 bit supersample color data includes 5 bits for red, 6 bits for green and 5 bits for blue (R5G6B5).
- 12. (Original) The graphics processor of claim 5, wherein the YUV format is a YUV 4:2:0 format.
- 13. (Original) The graphics processor of claim 5, wherein the embedded frame buffer is a dynamic random access memory (DRAM).
  - 14. 28. (Cancelled).